

WORD SYNC II Instruction Manual

Program & Manual Copyright
July 1983 P. Hargrave

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LOAD "WSII" Load time 3:25

WORD SYNC II is a full feature word processor that will transform your computer (ZX81, or Timex 1000-1500) and printer (ZX Printer, or Timex 2040) into a real word processing system. WSII prints 42 characters per line in UPPER CASE & lower case, plus 20 special characters.

INTRODUCTION

When first loaded the WSII Menu will be displayed on the screen. At this time the only menu commands that will function are: 1 START NEW, and 9 SAVE, as the program must be initialized with START NEW before commands 2 to 8 will function.

Initialize the program by pressing 1 and then 0. The flashing cursor will appear at the top of the screen and the number 8000 at the bottom center. This is the number of free bytes (spaces) left in memory, and is constantly updated as text is entered. At the bottom right will be the letter L. This indicates the program is in Letter mode and will print unshifted letters as lower case, numbers as normal, and shifted letters as UPPER CASE. Shifted numbers are the control keys plus DELETE. FUNCTION (SHIFT+ENTER) changes the L to inverse F. In the FUNCTION mode the program will print punctuation, the 20 special characters (shown as graphics on the screen), plus COPY-unshifted Z, and BREAK will function.

Whenever the flashing cursor is on the screen WSII is operating in machine code and the keyboard is transformed to function like a typewriter.

When entering text be sure to put a space after each word.

To expand WSII if you have more than 16K RAM: BREAK at the MENU, LIST 20, EDIT and change the 8000 in line 20 to the amount of user RAM you have minus 8364. ENTER the modified line 20, and then press RETURN and ENTER.

Don't forget to raise RAHTOP before using the expanded version.

AUTO REPEAT

All keys will automatically repeat if held down in L mode. In F mode only one entry is made and then the mode shifts back to L. Speed of the auto repeat is controlled by the number in address 18547. This is set at 120, but can be altered by F0KEing a different number, up to 255, into 18547. A smaller number is faster. If

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auto repeat is set too fast accidental multiple entries will be made and it will be hard to get into F mode.

CURSOR CONTROL

Characters are entered into the space occupied by the cursor. If the cursor is not at the end of the text the character under the cursor and all characters to the right of it are shifted right. When removing a character with DELETE (SHIFT 0) the character to the left of the cursor is the one removed.

The cursor can be moved anywhere in the text using the arrow keys (SHIFT 5,6,7,8). The screen will scroll up or down automatically when the cursor reaches the top or bottom. The cursor cannot be moved past the end of the text. Move the cursor right (SHIFT 8) to get to the end of the text.

ENTER

Pressing ENTER puts an inverse L symbol into the text. This is the carriage return, or new line, marker. It ends the line being printed and starts the next line with the following character. To print a blank line press ENTER twice.

EDIT (SHIFT 1)

Pressing EDIT at any time when the flashing cursor is on the screen will return you to the Menu.

FUNCTION (SHIFT+ENTER)

FUNCTION changes the L at the bottom right of the screen to an inverse F to show that the program is ready to accept punctuation or a special character. With SHIFT still pressed, press the punctuation or special character key. The symbol will be entered into the text and the program will shift back to L mode. If the SHIFT key is not kept down no entry will be made. Shifted SPACE gives the L symbol, unshifted SPACE is BREAK, and unshifted Z will COPY the screen in F mode. See page 6 for a chart of the special character keys.

START & END Marks (SHIFT 2)

Before printing, the text must contain a marker at the start and end of the part to be printed. Normally, they will be the first and last characters in the text, but by changing their positions different portions of the text can be printed. Both start and end marks are an inverse 0, which are entered by pressing AND (SHIFT 2). If the start and end marks are not entered the printing will begin at the end of the text. This will produce a lot of blank paper until the end of the text

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space is reached, then the program will crash. Use the BREAK key to stop the printer.

TAB (SHIFT 4)

The Tab marker, an inverse +, must immediately follow an ENTER mark, inverse L, or the start mark, inverse 0. Therefore there can be only one Tab position per printed line. The Tab marker is entered by pressing TO (SHIFT 4). The Tab position is set by entering the Tab marker, and then the number of spaces to be Tabbed, up to 38. The number MUST BE FOLLOWED BY A SPACE! The text follows this space. Tab will stay on and text will be printed and justified within the remaining columns until Tab is turned off or changed. To turn Tab off, enter the Tab marker and a SPACE after an ENTER. This will also turn Tab on at its previous setting if it is off. To change the Tab setting enter the marker, the number, and the space. This leaves the Tab on, whether it was on or off.

END 2 text TAB at 12 TAB ON
END text TAB OFF if previously on
END text TAB ON at previous setting if off

If when printing the printer stops with an error code T, this indicates an error has been made in the use of Tab.

RESTART

To restart the program after a BREAK, enter GOTO 1. If this should happen to produce error 2/2 then try GOTO 100.

** Do not RUN! **

THE MENU

1 START NEW

Initializes the program and removes any text that has been entered. After pressing 1, C must be pressed to continue. This is to ensure that text is not accidentally erased.

2 CONTINUE

Restores the screen with the flashing cursor as it was before going to the MENU; or if used after DELETE, MOVE, or REPLACE the start of the text.

3 LIST

The text is displayed one screen full at a time. Press N to return to the MENU. C will display the next screen of text. And pressing W when a screen is listed will put the cursor at the top of the screen so that part of the text may be worked on.

4 DELETE

Two REMOVE markers, inverse #, must be entered into the text, and then the DELETE routine will remove the text between the two markers, and the markers. Each inverse # is entered by pressing GRAPHICS (SHIFT 9) DELETE leaves the cursor at the start of the text.

5 MOVE

Enter two REMOVE markers, inverse #, and one MOVE TO marker, inverse \$, into the text. Then the MOVE routine transfers the text between the two REMOVE markers to the position of the MOVE TO marker, and the markers are removed. The MOVE TO marker, inverse \$, is entered by pressing THEN (SHIFT 3). MOVE leaves the cursor at the start of the text.

6 SEARCH

Press 6, and then enter a search string up to 75 characters long. The entry routine operates in Basic, so to enter capital (inverse) letters, markers or special characters, GRAPHICS must be used in the normal way. The SEARCH routine will go through the text, and stop with the search string at the top of the screen when it is found. Press C to continue the search, or Y to work on that part of the text. After working on the text from the SEARCH routine, when EDIT is pressed to go to the MENU, the end of the SEARCH routine will be displayed. Also working from the SEARCH routine causes the display to lose synchronization with the text and it will likely not be possible to get to the start of the text. Use LIST to get back into SYNC.

7 REPLACE

One or two replace strings can be entered. The first is a maximum 75 characters long and the second is 25 characters long. After pressing 7 the present contents of the first replace buffer are displayed. If this is not what you want to replace press N and enter the string to be replaced. The entry routine is again in Basic, so GRAPHICS mode must be used for capitals, markers and special characters. When this is correct press Y and then enter the replacement string. Press Y when correct and then select one or two strings, when the replacements are completed a return is made to the MENU. REPLACE leaves the cursor at the start of the text.

Do not have the string to be replaced as an exact sub string of the replacement string or the program will go into a loop and crash.

VARIABLES using REPLACE

The replacement string automatically becomes the string to be replaced when REPLACE is finished. Therefore to insert variables into the text enter the part to be changed as the string to be replaced and the first variable as the replacement string. Print the text, and then use REPLACE to enter the next variable. The first variable will automatically have been made the string to be replaced, ie. For a form letter use the first string for the address and the second shorter string for the person's name. A code such as ZZZ, that will not be used elsewhere in the text, can be used to mark the initial position of the variables.

8 PRINT

The printer must be ready to print, and the start and end marks (SHIFT 2) must have been entered. Press 8 and then if the text is to be printed in pages press Y. N will immediately print the text without pages. Next enter the starting page number. Enter the number of lines per page and the text will be printed as specified. Maximum page number is 99. You can print duplicate copies by pressing Y when the printer is finished.

9 SAVE

Press 9, and when the recorder is ready press C. This will SAVE "USII" with the text and return to the MENU when LOADED.

Expanded Print

To expand the height of print enter an expand marker, inverse >, into the text. This is done by pressing GRAPHICS (SHIFT 9) in FUNCTION mode. The expand marker should follow the start marker, inverse 0, or an ENTER, inverse E, and can be before or after a Tab marker. To get back to normal print enter the expand marker again. Again it should follow an ENTER mark.

When printing in pages an expanded print line counts as only one line.

SUGGESTIONS

After using DELETE, MOVE, or REPLACE use LIST to get to the part of the text you wish to work on. When replying to screen prompts press the keys firmly. These parts of the program are mostly in SLOW Basic and response is not quite instantaneous. SAVE before printing, and periodically when making long entries.

DEMONSTRATION ENTRY

Will print like this.

GESANG ASSOCIATES
Post Office Box 452
Randallstown, Md. 21133

Dear Computerist,
Thank you for purchasing WORD SYNC II+. We hope that you will find it a useful valuable addition to your computer system.
A lot of time & effort has gone into producing a program that will make the TIMEX or ZX Printer a really useful tool.

Yours truly
Gesang Associates.

and looks like this on the screen!

DEMONSTRATION ENTRY WILL PRINT
T LIKE THIS. 19 POST OFFICE BOX 452
9 RANDALLSTOWN, MD. 21133
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20 GESANG ASSOCIATES.
LOOKS LIKE THIS ON THE SCREEN.

SPECIAL CHARACTERS (SHIFTED)

1	2	3	4	5	6	7	8	9
!	@	#	\$	%	&	'	(	)

0	U	E	R	T	Y	%	\
---	---	---	---	---	---	---	---

A	S	D	F	G	H
@	—	—	—	—	—
,	@	—	—	—	#

CONTROL KEYS (L SHIFTED)

1	2	3	4	5	6	7	8	9
START	END	FOR	TAB	C	U	R	S	O
END	FOR	TAB	C	U	R	S	O	R
START	END	FOR	TAB	C	U	R	S	O

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P.O. BOX 452, RANDALLSTOWN, MD. 21133

DEAR IMEX USER, ENCLOSED YOU
 WILL FIND YOUR COPY OF [REDACTED]
 [REDACTED] +. [REDACTED] THANK YOU FOR YOUR
 PATIENCE IN THE SLIGHT DELAY IN
 GETTING YOUR COPY TO YOU. [REDACTED]
 HAS BEEN SOME UPDATING OF THIS
 PIECE OF SOFTWARE. [REDACTED] WANTED TO
 BE ABLE TO GIVE YOU THE BEST OPE
 RATING PROGRAM POSSIBLE. [REDACTED] IF A
 T ANY TIME YOU HAVE A PROBLEM PL
 EASE FEEL FREE TO CALL ANY EVENI
 NG AFTER 6 [REDACTED]. [REDACTED] IF YOU HAVE ANY
 SUGGESTIONS THAT MIGHT INCREASE
 THE VALUE IN THE USE OF [REDACTED] + PL
 EASE LET US KNOW. [REDACTED] [REDACTED] WE ARE WORK
 ING ON A NEWER VERSION OF [REDACTED]
 FOR USE WITH THE [REDACTED] 2068 COLOR CO
 MPUTER. [REDACTED] HOPE THAT YOU HAVE
 MANY ENJOYABLE HOURS USING THIS
 PROGRAM. [REDACTED] LOOK FORWARD TO YOU
 R COMMENTS. [REDACTED] [REDACTED] [REDACTED] [REDACTED]
 [REDACTED] [REDACTED] [REDACTED] [REDACTED]